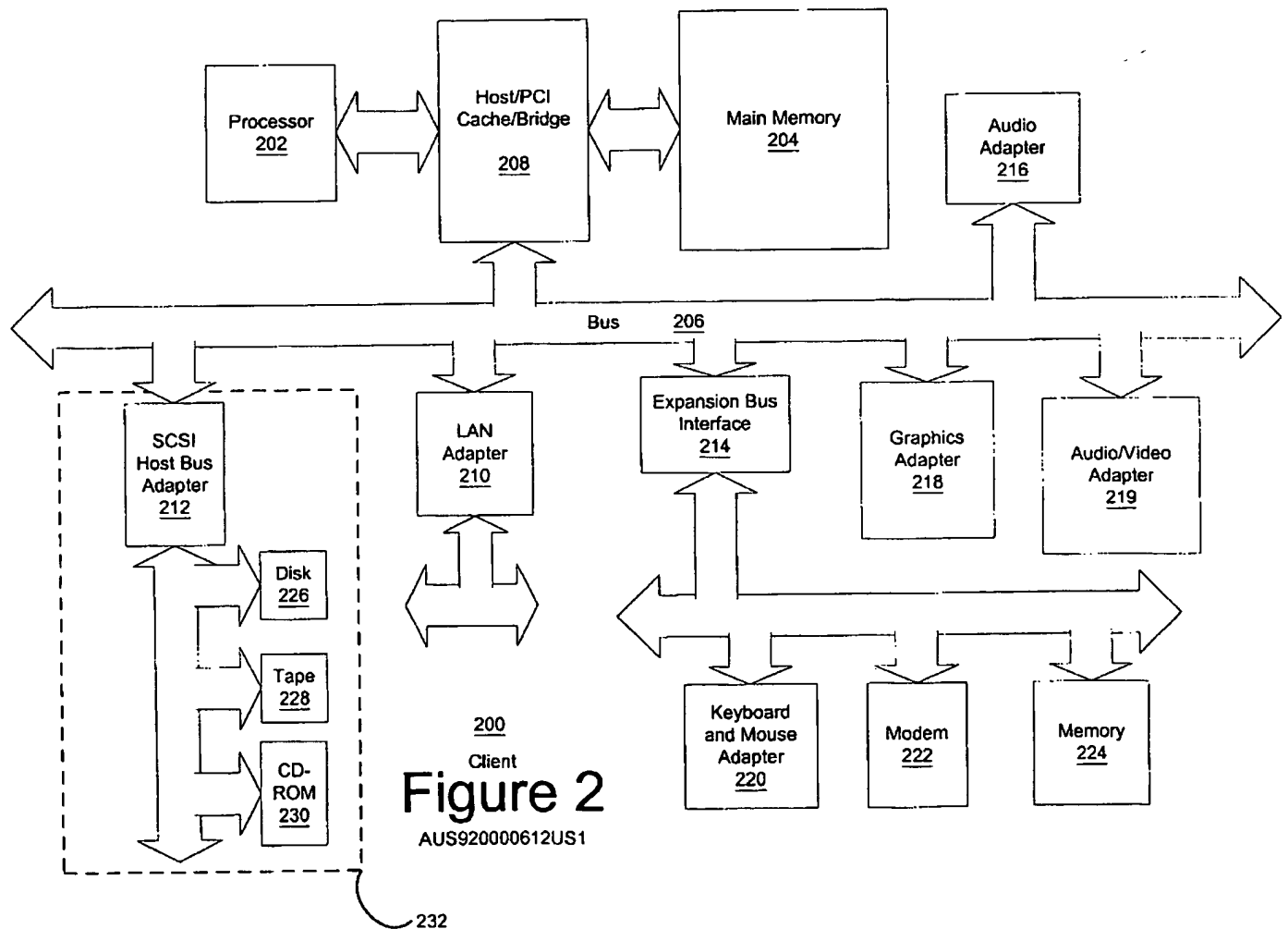
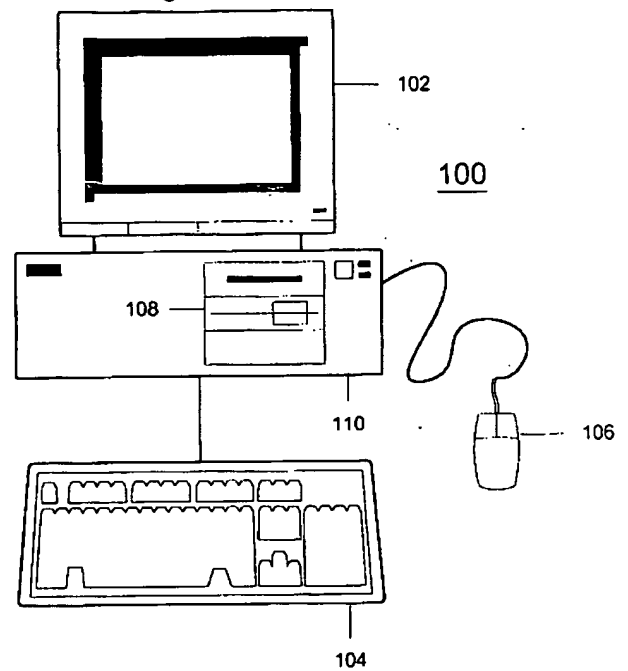


# Figure 1

Ault  
AUS920000612US1  
Generating Partial for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
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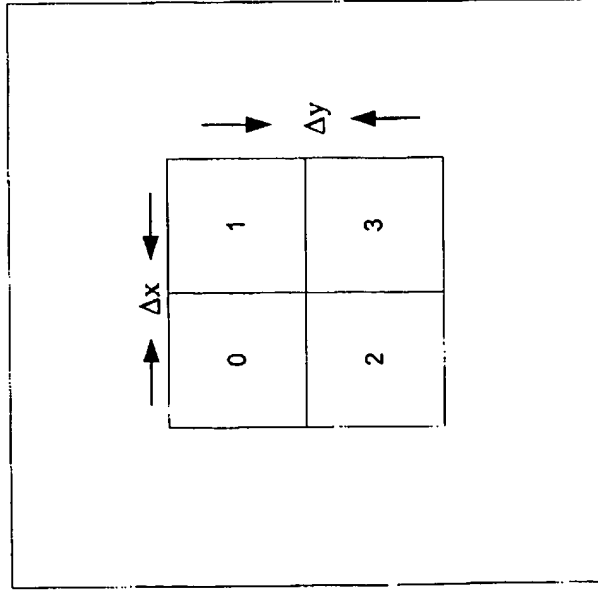


Figure 3

Ault  
AUS920000612US1  
Generating Partials for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
Page 2 of 4

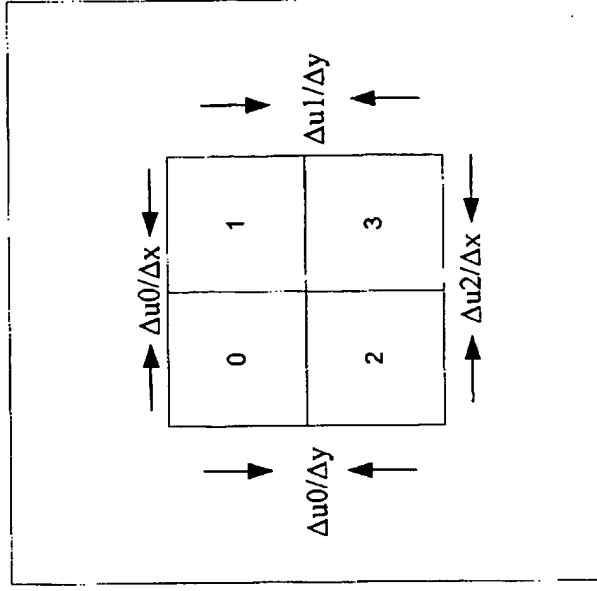
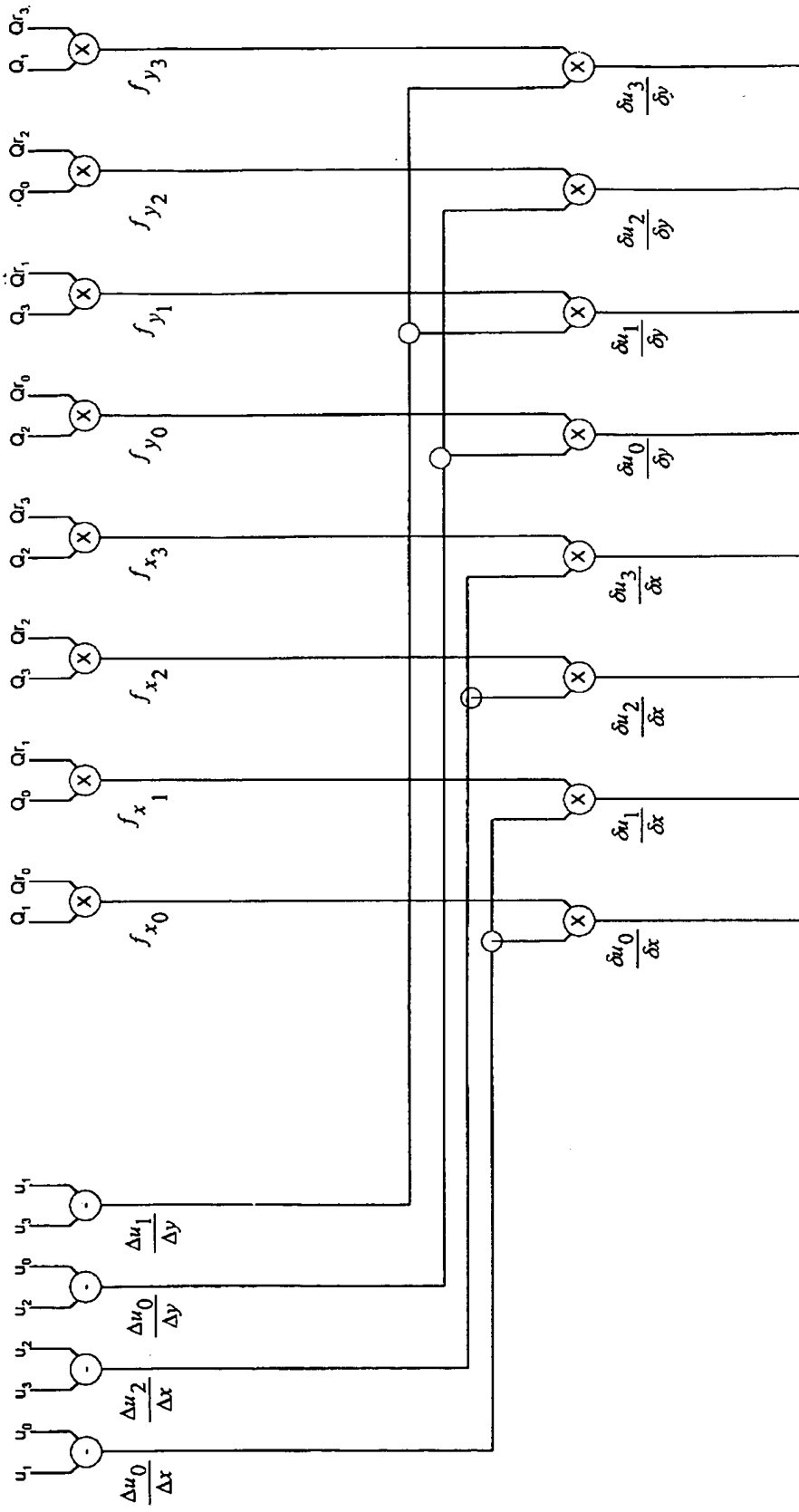


Figure 4

Ault  
AUS920000612US1  
Generating Partials for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
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**Figure 5**

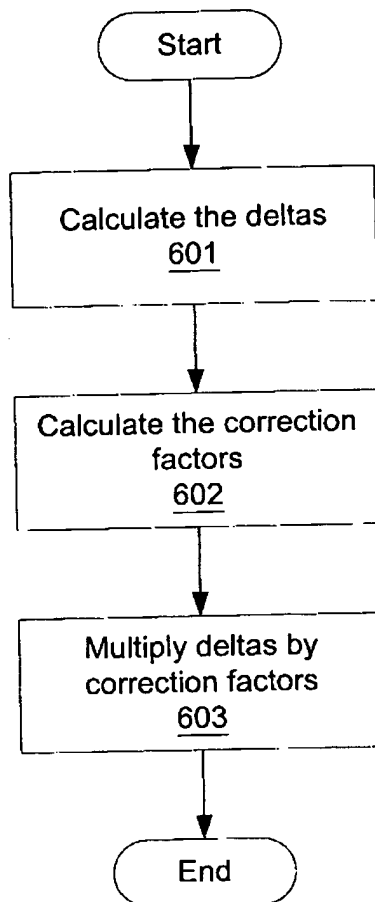


Figure 6

Ault  
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Generating Partial for  
Perspective Corrected Texture  
Coordinates in a Four  
Pixel Texture Pipeline  
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